

The following is a complete listing of all claims:

Claim 1. (Canceled)

Claim 2. (Canceled)

Claim 3. (Withdrawn)

Claim 4. (Withdrawn)

Claim 5. (Withdrawn)

Claim 6. (Withdrawn)

Claim 7. (Withdrawn)

Claim 8. (Canceled)

Claim 9. (Canceled)

Claim 10. (Withdrawn)

Claim 11. (Withdrawn)

Claim 12. (Withdrawn)

Claim 13. (Withdrawn)

Claim 14. (Withdrawn)

Claim 15. (Canceled)

Claim 16. (Canceled)

Claim 17. (New) -- A method of playing an interactive exchange qualification card game, in which any reasonable numbers of players may participate under the guidance of a game controller in accordance with a set of instructions and rules related thereto, and includes first and second modes of play and rewards for the players, comprising the following steps:

A. In the first mode of play;

(a) providing a deck of playing cards including:

(1) a predetermined number of cards displaying like symbols, the like symbols constituting a single world landmark theme,

(2) a predetermined number of cards displaying symbols that are different from the like symbol cards, the different symbols constituting world landmark themes other than the single world landmark theme; and

(3) a predetermined number of like symbol cards and different symbol cards being secretly coded thereon;

(a) each player begins play with a predetermined number of cards, which may be like symbol cards or different symbol cards;

(b) then each player proceeds to collect the same number of cards from the other players by means of an exchange of cards;

(c) the first mode of play ends when all players accumulate their respective appropriate collections from the exchange of cards;

(d) wherein certain players having accumulated collections of entirely like symbol cards, which may or may not be secretly coded thereon, thereby qualifying for their respective rewards under the guidance of the game controller; and

(e) wherein the remaining players having accumulated collections of both like symbol cards and different symbol cards, thereby qualifying for rewards as determined by the number of secretly coded cards held by the respective remaining players under the guidance of the game controller.

Claim 18. (New) A method according to Claim 17 and includes a second mode of play wherein:

A. In the second mode of play,

(a) the game controller may designate which particular card each player may collect when the cards are initially distributed, otherwise multiple players may independently decide to collect the same, thereby competing cards;

(b) each player begins play with a predetermined number of like symbol cards;

(c) then each player proceeds to collect the same number of different symbol cards from the other players by means of an exchange of cards;

(d) the second mode of play ends when all players accumulate their respective appropriate collections from the exchange of cards;

(e) wherein certain players having accumulated collections of entirely like symbol cards, which may or may not be secretly coded thereon, thereby qualifying for their respective rewards under the guidance of the game controller; and

(f) wherein the remaining players having accumulated collections of both like symbol cards and different symbol cards, thereby qualifying for rewards as determined by the number of secretly coded cards held by the respective remaining players under the guidance of the game controller. --